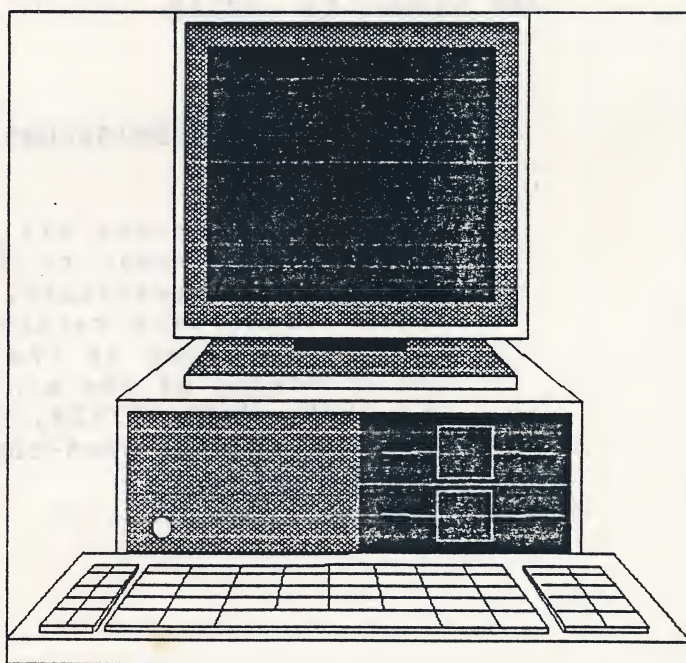
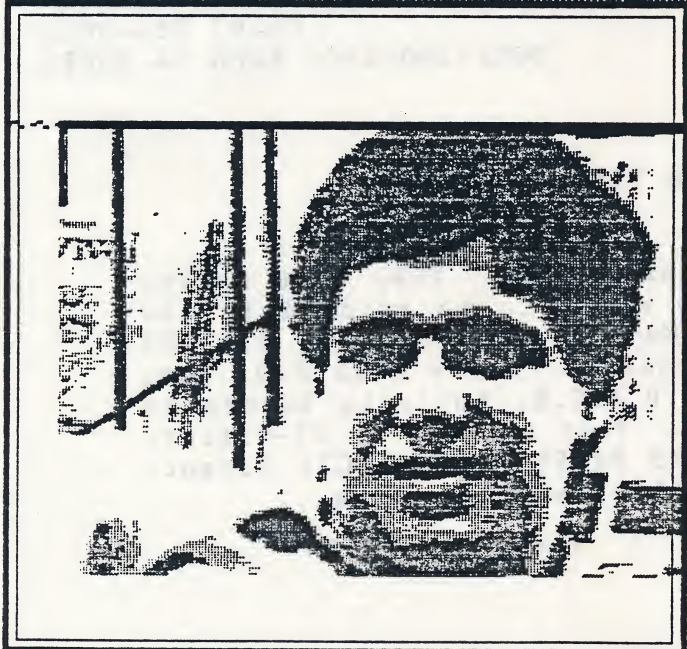
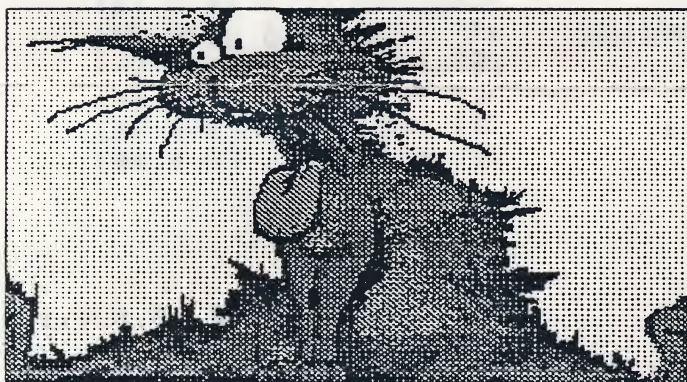




The I/O Connector

May 1988

TIMEWORKS DESKTOP PUBLISHER-ST



THE SAN DIEGO ATARI COMPUTER ENTHUSIASTS

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SUBMISSIONS TO THE NEWSLETTER

The editor welcomes all submissions. They must arrive by the 2nd Tuesday of the month to be printed in the next month's newsletter. Mail printed copy or 3.5" ST format disks with return postage to the club P.O. Box, or upload to one of the S.D.A.C.E. bulletin boards by the 2d Monday of the month. Text must be in ST-Writer, 1ST WORD, WORD WRITER, WORD PERFECT, or ASCII format. Graphics must be hard-copy for the time being...

The Final Word by Mark Lawless

Well another month's gone by, and we still have many things to look forward to: CD-ROM, 16mhz speed up for the ST, blitters, etc.

We can look at the promised things coming available for the computer or we can look at what we do have and make do with, and learn to take full advantage of the products that are available **NOW!** on the computer.

Right now we can use any of many spreadsheets, databases, word processors, desktop publishers, CAD programs, educational software, languages, paint programs, etc.....

What is rare in the local Atari

community is to find users that are making full use of the programs that are available. It seems people get the latest software play with it for a while but don't take advantage of the intricacies of the different programs.

It is great to see people like Frank Esquillin that go deep into programs like Cad 3D and Spectrum and continually amaze us all with the power of the same programs many of use have on our own shelves, but never explored.

The big news this month on the Atari front is that Atari is splitting up into two groups, a Computer Center and a Game Center. They plan to focus on the two

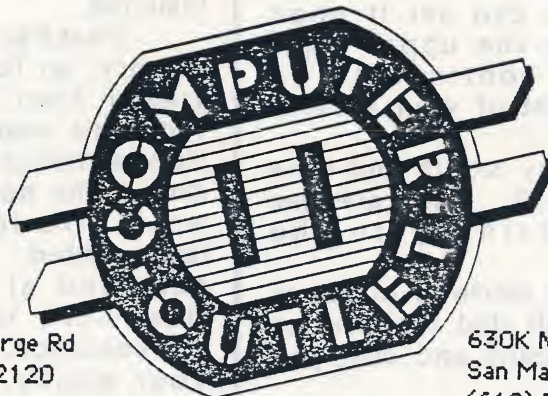
groups independently. This could be good new for the Atari owners, but until Atari increases their domestic supply of computers there will be little motivation on their part to deliver the kind of support for the U.S. Market that we would all like to see.

As a last note, it would be nice to see letters to the editor, pres., etc. Let us know what is on your mind, what you would like to see covered in the newsletter, and at the meetings.

Mark Lawless

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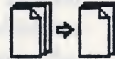
Appointments



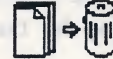
Free RAM



Note Pad



Copy File



Delete File



Desktop

DeskPac Plus --- ShareWare

DeskPac Plus is a desk accessory which contains nine integrated tools for your Atari ST. All the tools are available from one menu (pictured above), leaving the other five desk accessory slots free. The tools are: clock, calendar, phone book, programmable scientific calculator, appointment book, free RAM indicator, note pad and file copy and delete utilities. Also included is a 27 page text file which is the DeskPac User Manual. DeskPac is easily available from SDACE BBS for download or by way of the club library. Registration fee for this shareware product is \$10.00, a nice price for a great product.

*** DeskPac Tools ***

Clock - DeskPac will read in the time from your clock card or you can set it upon bootup. By clicking on the upper right window, the time will continue to be displayed in the upper right of your screen. It also contains an alarm.

Calendar - Will display any month and date from the year 1583 to 2299. The calendar also has an access pathway to the appointment book.

Phone Book - Storage and retrieval of names and numbers. DeskPac will dial the number and keep track of times, calls and cost per call.

Appointment Book - Will record up to 50 messages per day for any number of days.

Calculator - both scientific and logic functions are available. It can operate in decimal, hexadecimal, octal and binary modes.

Free RAM - Displays the number of bytes of RAM available.

Note Pad - Write, save retrieve and print any number of notes.

File Copy - Files can be copied without leaving an application program.

File Delete - Delete files without leaving an application program.

*** Setting Up Tips ***

DeskPac contains a configuration text file to let it know where to find it's companion files. Load it into any text editor, such as Flash, and reconfigure for your use. I would set up a separate subdirectory named DESKPAC just to keep things a bit neater. If you have a modem, be sure to set this in the file for the correct type of dialing. Turn off the clock prompts if you do have a card installed.

DeskPac does take up quite a bit of memory, so for most applications a 1 meg or greater Atari ST would be required. Certain functions seem to take a bit more "thinking" time, although this is not a big complaint of mine. The note pad is limited to ten lines, I would like to see some type of scrolling implemented. Overall, the program is a true gem, and at \$10.00, its close to QMI's DeskCart in terms of usability and convenience. If you are using it, send in your money. Advanced Environments is another Atari ST oriented group which deserves our support and our support will encourage them and other shareware producers to continue the development of quality products.

David Delgado


```

1 REM RR MILLER
2 REM GAME: CAPTURE THE KLING
3 REM KLING CAN MOVE ONE SPACE
4 REM PER TURN. FLAG SHOWS WHERE
5 REM KLING WAS BEFORE IT LAST MOVED.
6 REM PRESS SPACE BAR TO BLOCK THE
7 REM KLING. YOU MUST CAPTURE THE.
8 REM KLING WITHOUT SQUASHING IT.
9 REM
10 REM **VARIABLE LIST**
11 REM B(RX,CX)=CONTROL MATRIX
12 REM OKR,OKC=OLD KLING ROW&COL
13 REM KR,KC=KLING ROW&COL
14 REM RX,CX=ROW&COL CONTROL MATRIX
15 REM RP,CP=ROW&COL PM GRAPHICS
16 REM PR,PC=ROW&COL PLOT COMMANDS
17 REM RR,CC=ROW&COL DUMMY VARIABLES
20 DIM B(11,11)
25 OKR=5:OKC=5
38 REM
39 REM
40 REM **DATA IS CURSOR SHAPE**
42 DATA 24,60,126
48 REM
49 REM
50 REM **BRANCH LINE NUMBERS**
58 CURSORCONTROL=400
60 MOVEKLING=600
70 GENCURSOR=1300
74 PAINT=1500
78 ERASE=1500
82 PAINTKLING=1600
98 REM
99 REM
100 REM **GEN PLAYFIELD**
110 COLOR 1:GRAPHICS 5
120 PR=0:FOR PC=15 TO 65 STEP 5
130 PLOT PC,PR:DRAWTO PC,PR+30:NEXT PC
140 PC=15:FOR PR=0 TO 30 STEP 3
150 PLOT PC,PR:DRAWTO PC+50,PR:NEXT PR
158 REM
159 REM
160 REM **GEN MAX MOVES**
170 MOVE=INT(RND(0)*5+15)
198 REM
199 REM
200 REM **SET UP PM GRAPHICS**
210 CP=120:RP=42
220 A=PEEK(106)-8:POKE 54279,A
221 P=256*A
230 POKE 559,46:POKE 53277,3
240 POKE 53240,CP
250 FOR I=P+512 TO P+640
251 POKE I,0:NEXT I
255 POKE 704,119
260 GOSUB GENCURSOR
298 REM
299 REM
300 REM **GEN CONTROL MATRIX**
310 FOR I=1 TO 10
320 FOR J=1 TO 10:B(I,J)=0:NEXT J
330 NEXT I
340 FOR I=0 TO 11
350 B(0,I)=1:B(I,0)=1
351 B(11,I)=1:B(I,11)=1
360 NEXT I
368 REM
369 REM
370 REM **GEN INITIAL KLING**
380 KR=INT(RND(0)*10+1)
381 KC=INT(RND(0)*10+1)
390 GOTO MOVEKLING
398 REM
399 REM
400 REM **CURSOR CONTROL**
410 IF PEEK(764)=6 THEN CP=CP-10:GOSUB GENCURSOR
420 IF PEEK(764)=7 THEN CP=CP+10:GOSUB GENCURSOR
430 IF PEEK(764)=14 THEN RP=RP-6:GOSUB GENCURSOR
440 IF PEEK(764)=15 THEN RP=RP+6:GOSUB GENCURSOR
450 IF PEEK(764)=33 THEN GOTO 500
460 GOTO CURSORCONTROL
498 REM
499 REM
500 REM **SQUASH KLING?*-
505 POKE 764,255
510 CX=INT((CP-70)/10):RX=INT(RP/6-2)
520 IF NOT ((CX=KC) AND (RX=KR)) THEN GOTO 530
522 ? " "; "YOU SQUASHED KLING. GAME OVER.":END
530 CC=CX:RR=RX:COLOR 1:GOSUB PAINT
540 B(RX,CX)=1
598 REM
599 REM
600 REM **MOVE KLING**
605 RR=OKR:CC=OKC:COLOR 0
610 IF (RR<>RX) OR (CC<>CX) THEN GOSUB ERASE
615 OKR=KR:OKC=KC:RR=KR:CC=KC:COLOR 2
620 GOSUB PAINTKLING
625 TEST=0
630 R=INT(RND(0)*3)-1
632 IF KR<4 THEN IF RND(0)<0.7 THEN R=1
633 IF KR>7 THEN IF RND(0)<0.7 THEN R=-1
635 C=INT(RND(0)*3)-1
637 IF KC<4 THEN IF RND(0)<0.7 THEN C=1
638 IF KC>7 THEN IF RND(0)<0.7 THEN C=-1
640 TEST=TEST+1
641 IF TEST<>50 THEN GOTO 645
642 ? " "; "I SURRENDER. YOU CAUGHT ME.";
643 ? " THE KLING."
645 IF (R=0) AND (C=0) THEN GOTO 630
650 IF B(KR+R,KC+C)<>1 THEN GOTO 655
651 FOR I=1 TO 10:SOUND 0,121,10,4:NEXT I
652 SOUND 0,0,0,0
653 GOTO 630
655 KR=KR+R:KC=KC+C
698 REM
699 REM
700 REM **ANY MOVES LEFT**
705 MOVE=MOVE-1
710 IF MOVE=0 THEN ? " }THE KLING ESCAPED."
711 IF MOVE=0 THEN ? "HURRAY KLING":END
715 ? " }YOU HAVE ";MOVE;" MOVES TO CATCH KLING."
720 GOTO CURSORCONTROL
1298 REM
1299 REM
1300 REM **GEN CURSOR**
1305 POKE 764,255
1310 FOR I=P+512+RP-6 TO P+514+RP+6
1315 POKE I,0:NEXT I
1320 IF CP>175 THEN CP=0
1325 IF RP>75 THEN RP=18
1330 IF CP<75 THEN CP=170
1335 IF RP<15 THEN RP=72
1340 POKE 53240,CP
1345 RESTORE
1350 FOR I=P+512+RP TO P+514+RP
1355 READ Z:POKE I,Z:NEXT I
1360 RETURN
1498 REM
1499 REM
1500 REM **PAINT OR ERASE**
1520 PR=(RR-1)*3+1:PC=CC*5+11
1530 PLOT PC,PR:DRAWTO PC+3,PR
1540 PLOT PC,PR+1:DRAWTO PC+3,PR+1
1550 RETURN
1598 REM
1599 REM
1600 REM **PAINT KLING**
1610 COLOR 2
1620 PR=(RR-1)*3+1:PC=CC*5+11
1630 PLOT PC+1,PR:PLOT PC+2,PR:PLOT PC+1,PR+1
1640 RETURN

```

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UNISPEC-A DESK ACCESSORY WORTH 512 COLORS

by Mike Bergman

UNISPEC is the most powerful desk accessory for the Atari ST. Nothing else comes close to **UNISPEC** for puregraphics power.

UNISPEC is a paint enhancement program in a desk accessory format. Primarily, it enhances Spectrum 512, the first paint program in the U.S. to break the 16 color barrier. Spectrum was written by Boris Tsikanovsky of Trio Engineering and distributed through Antic Software. It should not come as a surprise that **UNISPEC** was also written by Mr. Tsikanovsky. The result is a program that is not only compatible with paint programs, but just about any program.

The minimum system requirements are an Atari 520ST with a color monitor, post-December '85 Memory Management Unit Chip, and a copy of Spectrum 512. **UNISPEC** needs Spectrum V1.01. If you have version 1.0, the package includes a program to automatically update your copy of Spectrum. This is the absolute minimum. With this configuration, you cannot run a secondary program. There is just not enough memory. One megabyte of memory is recommended.

When you turn on your computer with **UNISPEC.ACC** in the root directory of your boot disk, you will get a dialog box asking how much memory you want to reserve for **UNISPEC**. The memory allocated goes towards the anti-aliasing tools and the block transfer tools.

This is where the enhancements are first noticed. The time that it takes to load the anti-aliasing feature is reduced from six seconds to one second. An option called dithering is included in the anti-aliasing/blur/contrast tool. Dithering is the process of displaying two colors in a pattern that creates the illusion of a blended single color. It is a very good implementation.

Dithering has also been included in the resizing block function. With the dithering turned on, if a picture block is resized **UNISPEC** it will automatically smooth out the picture. A picture block can also be turned at 90 degree angles or flipped (as in Spectrum) or both. **UNISPEC**'s greatest strength lies in its ability to access screen memory. Because **UNISPEC** is a desk accessory, it can be used while running other programs. **UNISPEC** can capture the entire screen, a section of the screen, or the palette used by the program. With programs such as CAD-3D and Neochrome that use buffers, **UNISPEC** allows you to "scroll" memory until you find the buffer you are looking for and then capture the image or any part of the image. **UNISPEC** can also capture a medium resolution picture and convert it to low resolution.

CyberPaint is supported by **UNISPEC**, but there is a special procedure you must follow to "align" screen memory. The ritual looks extensive, but it only needs to be done once. **UNISPEC** includes a 16-color conversion utility. You can import a standard 16 color picture, use the anti-aliasing routines and block functions and then convert the picture back to 16 colors and save as a Neochrome picture. While converting a Spectrum picture to 16 colors you have some control over the extent of dithering and color separation that is used in the process. If you are running Degas Elite in low resolution you can transfer the picture directly into one of the Degas Elite picture buffers and then save it as a .P?1 file.

The manual is terse but complete and includes tutorials.

The magnifier includes more information on the state of the program.

So, you ask, what's the catch?

The catch is that while it allows you

to see what you are doing (not the case with Quantum Paint) and tools are smooth and easy to use, the program uses a lot of keyboard commands that are strange and non-intuitive. The "Snap" function requires the exclusive use of the right shift key, so if another tool is needed that uses a shift key to be called up, the left shift key must be used. There are some commands that make use of the numeric keypad. In these cases a "*" on the numeric keypad is not equivalent to "[shift]8". In these ways, **UNISPEC** is not user friendly. This inadequacy might be solved by the inclusion of an ON-LINE Help screen, but until it is included you are going to be leafing through the pages of the manual until it is memorized.

I used the **UNISPEC** desk accessory with Degas Elite, CAD-3D 2.0, and A-CHART and was able to create some nice pictures in a short amount of time.

Overall, **UNISPEC** is powerful augmentation not only to Spectrum 512 but to any program that uses the GEM interface despite the lack of intuitive interface and on-line help.

UNISPEC

Trio Engineering, Inc.

\$49.95

MAPS AND LEGENDS

Reviewed by Ron Miller

ANTIC SOFTWARE MAPS AND LEGENDS

(RR Miller)

One of the neatest programs ever to appear in the old 8-bit APX was the Mapping program created by Harry Koons. Well he has carried that quality over to the ST world with MAPS AND LEGENDS. On the ST, this is a superb program with most map projections built into the program. This makes map making as easy as pointing the mouse. Also, built into the program are drawing tools to allow map shading, titles, and extra line drawings. Of course, one can zoom in on any part of the earth and use a variety of map projections (11 of them).

One other nice thing that Koons always does is provide very informative documentation. In his map documentation, he explains the mathematics used to do all the map projections. Also, he explains the overlay and graphics file formats (DEGAS) and he lists references (ie, other map making articles).

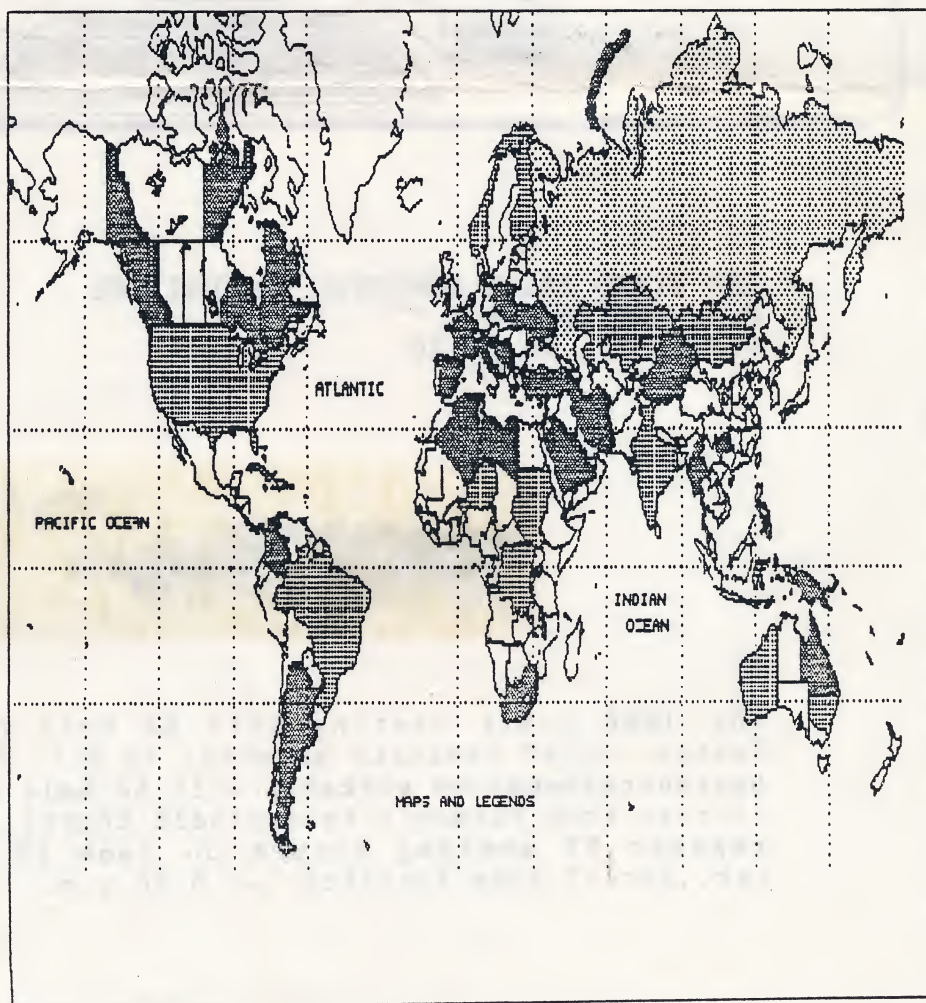
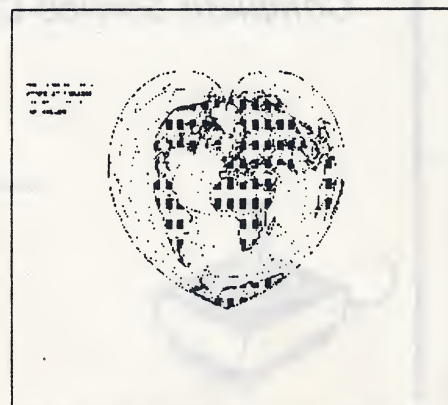
MAPS & LEGENDS has a companion produce called DATAMAP COLLECTION I which includes programs for making map overlays such as ocean current maps, earthquake faults, time zones, etc. Included are overlays for political boundaries, time zones and some historical maps of Europe. All these things also work with the Stereo-Tek glasses allowing one to see maps in 3D. However, in my opinion, the Map programs are most useful in high resolution black and white.

I have shown one ST screen dump of a Mercator Projection called EARTH. The grid lines and political boundaries were added automatically. I used the shading and text drawing tools to add annotation.

The other example is the Werner Projec-

tion which is sometimes called the Cartographer's Valentine. Its creator, Johann Werner, was a contemporary of Columbus and while he knew nothing about the Polar regions of Earth, he did know Earth was round. This projection and bit of knowledge is included in MAPS AND LEGENDS.

This program contains many more interesting and useful items. It is well worth the price (around \$40).



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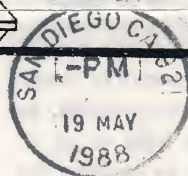
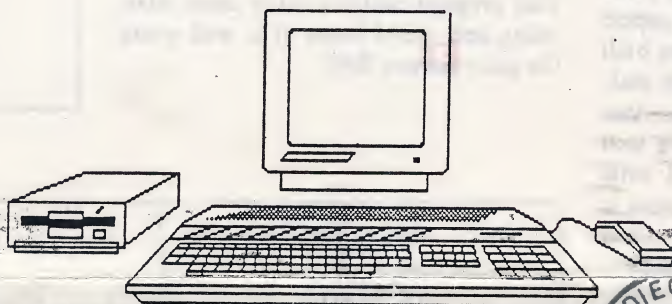
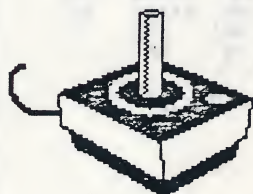
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The JUNE 8-Bit meeting will be held on June 9th at the Rec Center, 10540 Caminito Baywood, in Mira Mesa at 7:00 p.m. The ST beginners/hands-on workshop will be held at North Park Rec Center (Across from Folsom's Racquetball Court) June 2d at 6:30 p.m. The regular ST meeting occurs on June 20 at the North Park Rec Ctr., Social Room facility, at 6:30 p.m.